

MIKIE

Its program code, graphic representation and artwork are the copyright of Imagine Software (1984) Limited and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Imagine Software (1984) Limited. All rights reserved. The program runs on the Commodore 64.

Help Mikie get the message to his Girlfriend. Join him in high-jumps at school and outwit the Teacher, Maniac Janitor and Chef. Loads of fun and excitement in this computer arcade game!

LOADING

Position the cassette in your Commodore recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that all the leads are connected. Press the SHIFT key and the RUN/STOP key simultaneously. The screen message should follow press PLAY on TAPE. This program will load automatically. For C128 loading type GO 64 (RETURN), then follow C64 instructions. When loading is complete press FIRE BUTTON to start.

Disk: Select 64 mode. Insert joystick plug into port two of your C64/128. Turn on the disk drive insert the program into the drive with the label facing upwards type LOAD "*"8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

THE GAME

Move Mikie through the school by collecting all the hearts in each section (Classroom, locker room, canteen, gymnasium and finally in the schoolyard). Each heart collected represents a letter in Mikie's message to his girlfriend at the top of the screen and when the message is complete he can move on to the next area.

There are two types of hearts to collect

- (1) Single hearts – To be found on the floor and under stools. To collect these you must walk over them. (You can bump your classmates off their seats to obtain the hearts with "HIP-ZAP").
- (2) Triple hearts – Placed inside lockers and on the top of tables. To collect these, face the hearts and press "SHOUT" (FIRE) three times. N.B. Flashing hearts give bonus points.

When the message is complete and the bell rings Mikie can move on through the door marked "OUT". Now you must negotiate the hallway which is full of doors and surprises and find the right entrance marked "IN" to continue. You have five lives to begin, but be careful as you are constantly being hassled by those in charge, the Teachers, Chef and Maniac Janitor who get very annoyed when they can't catch you!

CONTROLS

the game is controlled by joystick only.

Fire Button = SHOUT

Fire plus Direction = ZAP CONTROL

i.e. for HIP-ZAPPING stand either to the left or right facing the stool and keep pressing that direction until your school mate falls off his chair.

STATUS and SCORING

On-screen scoring shows current score, lives, message status and what room you are in. Hire-score is displayed at the end of the game.

Hearts	200 points
Hip-Zap	600 points
Chicken/Ball throw	200 points
Bonus hearts	1000 points
Kissing	100 points
Door-Trap	100 points

2000 Bonus points for each room completed.

Mystery bonuses too numerous (can you find them?).

PLAYING HINTS

You can stun your pursuer by taking Chickens or Basket Balls and throwing them (in appropriate screens).

You may become "Stunned" by kissing the dancing girls or from the Traps which lie behind some of the doors in the hallway.

Watch out for the Teacher, if he gets really mad he might throw his false teeth at you!

On the 5th screen, in the schoolyard, you finally catch up with your girlfriend and deliver the message. O.K.

You can pause for breath in the classroom by sitting on a vacant stool . . . but not too long!

GOOD LUCK!



Mikie is a trademark of Konami Limited.

This software product has been carefully developed and manufactured to the highest quality standards. Please read carefully the instructions for loading. IF FOR ANY REASON YOU HAVE DIFFICULTY IN RUNNING THE PROGRAM, AND BELIEVE THAT THE PRODUCT IS DEFECTIVE, PLEASE RETURN IT TO:

MR. YATES, IMAGINE SOFTWARE (1984) LIMITED, 6 CENTRAL STREET, MANCHESTER. M2 5NS

Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you, at no charge. Please note that this does not affect your statutory rights.

Produced by D. C. Ward.

Konami ©

©1986 Imagine Software (1984) Limited.

MIKIE

Le code du programme, sa représentation graphique et sa conception artistique sont la propriété d'Imagine Software (1984) Limited et ils ne peuvent être reproduits, stockés, loués ou diffusés sous toute forme que ce soit sans la permission écrite d'Imagine Software (1984) Limited. Mikie se joue sur l'ordinateur Commodore 64.

Aidez Mikie à faire passer un message à sa petite amie. Participez à ses farces à l'école et soyez plus malin que le Professeur, le Concierge Fou et le Chef. Jeu informatique amusant et passionnant.

CHARGEMENT

Sur le C128, tapez GO 64 (retour) et continuez. Placez la cassette dans votre magnétophone Commodore, le côté imprimé vers le haut, en vous assurant qu'elle est rembobinée jusqu'au début. Vérifiez que tous les fils sont connectés. Appuyez simultanément sur la touche SHIFT et sur la touche RUN/STOP. Le message écran doit suivre. Appuyez sur PLAY sur le magnétophone. Ce programme se charge automatiquement. Quand le chargement est achevé, appuyez sur le FIRE BUTTON (bouton Feu). Disque: Sélectionner le mode 64. Introduire la fiche de manche à balai dans la prise 2 de votre machine C24/128. Mettre l'unité de disques sous tension, introduire le programme dans l'entraînement avec le label d'information vers le haut. Frapper au clavier LOAD "*"8,1 (RETURN). L'écran d'introduction apparaîtra et le programme se chargera automatiquement.

LE JEU

Déplacez Mikie dans l'école en ramassant tous les coeurs dans chaque partie de l'école (salle de classe, salle des casiers à rangement, cantine, salle de gym et finalement dans la cour de récréation). Chaque coeur ramassé représente une lettre du message de Mikie à sa petite amie, présenté à la partie supérieure de l'écran, et lorsque le message est complet, il peut passer à la zone suivante.

Il y a deux types de coeurs à ramasser:

- (1) Coeurs uniques – se trouvent sur le plancher et sous les tabourets. Pour les prendre, vous devez marcher dessus (vous pouvez faire tomber vos camarades de leurs tabourets pour obtenir les coeurs en utilisant la commande Feu plus Direction).
- (2) Coeurs triples – placés à l'intérieur des casiers et sur les tables. Pour les prendre, mettez-vous en face des coeurs et appuyez trois fois sur le bouton "SHOUT" (FIRE). Remarque: les coeurs clignotants donnent des points supplémentaires.

